

Immutability and Design Patterns in Ruby

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Abstract

Functional Programming has seen a resurgence in interest in the last few years and is often mentioned in opposition to Object-Orientated Programming. However, Object-Orientated Programming can actually absorb some of the lessons of Functional Programming to improve performance and reliability. This paper examines three ways in which Immutability, a common Functional Programming technique, can be used to develop immutable objects in Ruby.

1 Introduction

Functional Programming has left its mathematical, academic environment and become much more visible in recent years. Languages such as Erlang, Haskell and Clojure are being used in many corporate environments.[1]

Immutable data is a standard feature of Functional Programming [2]. Immutability, when applied to objects, creates objects that cannot be modified after they have been created [6]. Immutable Objects have certain advantages over standard Mutable Objects. This paper considers how a programmer using Ruby, a popular Object-Orientated programming language, can create such Immutable Objects.

Section 2 outlines the Functional Programming approach and how some of its advantages may be appropriated by Object-Orientated programmers.

There are recommended strategies for creating immutable objects in strongly typed languages such as Java [5]. In Section 3 three of these strategies have been reworked into "Proto Design Patterns" to fit Ruby's dynamically typed nature.

1.1 Resources and Methods

This problem was approached by researching existing advice for creating Immutable Objects in Java and redefining the approaches suggested to work with Ruby.

2 Background

2.1 The Problem of Mutable Objects

In Object-Orientated programming, objects contain both program state (data) and the means to operate on that state (methods). This simple encapsulation allows an Object-Orientated language to model complex systems very efficiently.

However, this approach has two difficulties:

Mutable objects are not thread-safe by default and it's easy for clients to change their state outside our control. [7]

In an era when more and more systems have multiple processors, thread safe code is essential for certain areas of a system that demand concurrent programming [8]. Also, as systems get ever more complex, subtle bugs caused by mutable objects in complex data structures are very difficult to fix [4].

2.2 Monkey Patching in Ruby

Ruby is a general purpose Object-Orientated programming language [12]. As it is a dynamically typed "scripting" language it is often used in preference to Java. The challenge in designing Mutable Objects in Ruby is that, unlike Java, classes can be changed ("monkey patched") as any point in the program [13].

This means that Ruby is endlessly flexible, but monkey patching can create very subtle and difficult to find bugs [14].

If an object is being used in part of the system that demands thread safety, or where unwanted changes in state could cause problems, using an Immutable Object could help avoid bugs.

2.3 Functional Programming Approach

Functional Programming is a distinct programming approach that treats a computer program as a series of functions to be evaluated:

Functional programming is so called because a program consists entirely of functions. The main program itself is written as a function which receives the program's input as its argument and delivers the program's output as its result.[1]

One of the main reasons that Functional Programming is recommended by developers is that changes in the program's state are avoided as part of the Functional approach:

...functional programs contain no side-effects at all. A function call can have no effect other than to compute its result. This eliminates

a major source of bugs, and also makes the order of execution irrelevant - since no side-effect can change the value of an expression, it can be evaluated at any time. [1]

To a commercial programmer who spends too much time debugging problems that arise from inadvertent changes to program state, this seems like a dream come true [4]. However, Functional Programming is often dismissed as a viable alternative for two reasons (amongst others):

- Functional Programming has a reputation for being difficult [3].
- Most developers have spent time and money investing in alternative approaches to programming and may be reluctant to change to something new.

2.4 Immutable Objects By Default

Classes should be immutable unless there's a very good reason to make them mutable....If a class cannot be made immutable, limit its mutability as much as possible. [9]

However, Object-Orientated programmers do not have to take up Functional Programming completely to avoid the issues identified above [11]. The “no side effects” advantage of Functional Programming can be achieved very simply in Object-Orientated by creating all objects as Immutable by default. This addresses the problems identified above, as well as providing other advantages [10]:

- Immutable Objects are thread safe by design.
- They are simple to create and copy.
- They do not need to be validated after creating as they do not change.
- Objects can be made mutable only when needed.

3 Immutable Design Patterns

3.1 Proto-Patterns Versus Design Pattern

The three Immutable Design Patterns defined below are called “design patterns” as part of this paper, but they may be more correctly called “proto-patterns” rather than full Design Patterns.

The standard definition of a Design Pattern, according to the Portland Pattern Repository [15], is that they occur in at “least three systems”. The patterns described here may be better described as “proto-patterns”, defined as “something documented in a pattern form, but lacks supporting known uses” [16]. I leave it to the reader to decide whether they have seen these patterns in use. The term Immutable Design Patterns is used with this caveat.

3.2 Immutable Object Pattern

3.2.1 Description

This design pattern is the simplest of the three as it just describes the creation of an Immutable Object. Listing 1 illustrates this pattern.

The class `ImmutablePerson` has the following properties:

- The constructor takes all the necessary values to construct the object completely.
- There are no mutator methods on the class.
- All values returned by accessor method return a copy of the instance variable value, rather than the original value. This is to avoid changes to attribute values as per Listing 2.
- The constructor calls the Ruby freeze method which is somewhat similar to the final class attribute in Java. Calling freeze on a Ruby object makes it Immutable. This means that after the constructor has completed processing the class cannot be changed.

Listing 1: Immutable Object Example 1

```
class ImmutablePerson
  attr_reader :name

  def initialize name, address
    @name = name
    @address = address
    self.freeze
  end

  def address
    return @address.clone
  end
end

class Address
  attr_accessor :line1, :line2, :line3
  def initialize line1, line2, line3
    @line1 = line1
    @line2 = line2
    @line3 = line3
  end
end
```

3.2.2 Advantages and Disadvantages

- This Design Pattern creates a completely Immutable Object in a simple way.

- However, in a situation where you are working with existing Mutable Objects this Design Pattern will be of no benefit. The next two patterns will be of more use here.

Listing 2: Immutable Object Example 2

```
address = Address.new("Foo Street", "Bar Town", "Test County")
person = ImmutablePerson.new("Foo McBar", address)
puts person.address.line1      # "Foo Street"
person.address.line1 = "Bar Street"
puts person.address.line1      # still "Foo Street"
```

3.3 Immutable Subclass Pattern

3.3.1 Description

Listing 3 illustrates this pattern. This Design Pattern illustrates a situation where a Mutable class has a Mutable and an Immutable subclass.

- The class AbstractPerson is an abstract superclass.
- AbstractPerson has two subclasses - MutablePerson, a standard Mutable Object. ImmutablePerson is a Immutable Object.
- ImmutablePerson calls the constructor on the superclass and then freezes the class.
- Rather than passing a copy of the attribute (as in Listing 1) to avoid changes to attribute values, this example freezes the instance variable object. This achieves the same outcome as illustrated in Listing 4. This may be more useful in some situations where an instance variable value is difficult to clone (memory resources etc.). This will also throw an error when changes to instance variables are attempted. This error may be useful in debugging unwanted changes to state.

Listing 3: Immutable Subclass Pattern Example 1

```
class AbstractPerson
  attr_accessor :name, :address
  def initialize name, address
    @name = name
    @address = address
  end
end

class Address
  attr_accessor :line1, :line2, :line3
  def initialize line1, line2, line3
    @line1 = line1
    @line2 = line2
    @line3 = line3
  end
end
```

```

end

class MutablePerson < AbstractPerson
  # additional behaviour here...
end

class ImmutablePerson < AbstractPerson
  def initialize name, address
    super name, address
    self.freeze
    @address.freeze # freeze inst vars
  end

  def address
    return @address
  end
end

```

3.3.2 Advantages and Disadvantages

- This Design Pattern allows a system to differentiate between Mutable and Immutable objects using inheritance. For instance this may be useful where part of the object hierarchy are needed only for reporting and can be read only.
- In some situations inheritance may not be the best way to differentiate between Mutable and Immutable objects. In these situations the next Design Pattern would be more beneficial.

Listing 4: Immutable Subclass Pattern Example 2

```

address = Address.new("Foo Street", "Bar Town", "Test County")
person1 = MutablePerson.new("Foo McBar", address)
person1.address.line1 = "Bar Street"
puts person1.address.line1 # "Bar Street"
person2 = ImmutablePerson.new("Bar McFoo", address)
person2.address.line1 = "Bar Street" # error: can't modify frozen

```

3.4 Immutable Adapter Pattern

3.4.1 Description

Listing 5 illustrates this pattern. This Design Pattern illustrates a situation where a Mutable class is wrapped in an Immutable class.

- The class Person is a standard Mutable class.
- ImmutablePerson contains an instance of Person in an instance variable.
- The constructor of ImmutablePerson constructs a new Person class and then freezes the objects and it's instance variable values.

- The accessors of ImmutablePerson query the wrapped Person class. As per Listing 6, this example freezes the instance variable objects. This will also throw an error when changes to instance variables are attempted.

Listing 5: Immutable Adapter Pattern Example 1

```
class Person
  attr_accessor :name, :address
  def initialize name, address
    @name = name
    @address = address
  end
end

class Address
  attr_accessor :line1, :line2, :line3
  def initialize line1, line2, line3
    @line1 = line1
    @line2 = line2
    @line3 = line3
  end
end

class ImmutablePerson
  def initialize name, address
    @mutable_person = Person.new name, address
    @mutable_person.freeze
    @mutable_person.address.freeze
  end

  def name
    return @mutable_person.name
  end

  def address
    return @mutable_person.address
  end
end
```

3.4.2 Advantages and Disadvantages

- This Design Pattern allows any Mutable Object to be wrapped and passed around as an Immutable Object.
- This Design Pattern, in keeping with the Adapter Design Pattern, will allow the Mutable Object to be extended if necessary.
- This is the most useful of the three Immutable Design Pattern in existing systems but does involve indirection. For simplicity of understanding the other two Immutable Design Patterns should be considered first.

Listing 6: Immutable Adapter Pattern Example 2

```
address = Address.new("Foo Street", "Bar Town", "Test County")
```

Name	Description
Immutable Object Pattern	Object itself is immutable
Immutable Subclass Pattern	Immutable subclass of mutable parent class
Immutable Adapter Pattern	Immutable wrapper around mutable class

Table 1: Summary of Ruby Immutable Design Patterns

```

person1 = Person.new("Foo McBar", address)
person1.address.line1 = "Bar Street"
puts person1.address.line1 # "Bar Street"
person2 = ImmutablePerson.new("Bar McFoo", address)
person2.address.line1 = "Bar Street" # error: can't modify frozen

```

4 Related Work

There has been no formal definition of Immutable Design Patterns in Ruby as far as the author is aware but there is plenty information on Immutability across the web:

- The Portland Pattern Repository [17] contains much discussion on Mutable and Immutable Objects across many programming languages.
- Hamster is a set of “Efficient, Immutable, Thread-Safe Collection classes for Ruby”. All Hamster collections are Immutable making them thread safe [18].
- The Functional Ruby blog offers a wider perspective on Functional Programming in Ruby [19].

5 Summary

In this paper, the three Immutable Design Patterns in Table 1 were discussed. Implementing these Design Patterns will allow a programmer to take advantage of the “no side-effects” properties of Functional Programming within an Object-Orientated programming language such as Ruby.

References

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